

SUPPER OPTIMIST 2009
BOYS **MINOR LEAGUE** GUIDELINES

ARTICLE 1
GENERAL RULES FOR DRAFTING

1. EACH TEAM WILL RETAIN ALL RETURNING PLAYERS FROM THE PREVIOUS SPRING UNLESS PARENT REQUESTS CHILD TO BE PUT BACK IN THE DRAFT. (If a parent requests their child to go back in the draft, the child may not be drafted by the team he played for during the previous season.)
2. EACH TEAM MAY HAVE ONE 1ST ROUND DRAFT PICK. THIS ORDER OF DRAFT SHOULD BE DETERMINED BY THE TEAM'S ORDER OF FINISH FROM THE PREVIOUS YEAR. (If teams have the same record then the draft order should be drawn from a hat.) NEW TEAMS OR SCRATCH TEAMS TO THE LEAGUE WILL DRAFT 1ST IN THE DRAFT. IN THE EVENT THERE IS MORE THAN ONE (1) NEW TEAM ADDED TO THE LEAGUE, THE DRAFT ORDER SHOULD BE DRAWN FROM A HAT BETWEEN THESE TEAMS). (You must be a new team in the draft and not a previously existing team that has obtained a new sponsor only. New teams are usually a result of league growth requiring an additional team to be added to the league, or in the event a team has no returning players from the prior year.) New teams will be allowed to catch up to the team with the least amount of returning players in the 4th round.

Example: The new team will draft one player in rounds 1, 2 and 3. If they have 2 protected players this will give them five players going into the 4th round. Team A has the least number of returning players and going into the 4th round have eight players (5 returnee's plus draft picks from rounds 1, 2 and 3). The new team will be able to draft four players in the 4th round to bring their total number of players to nine. Team A when they draft their player in the 4th round will also have nine players.
3. EACH TEAM WILL HAVE THE OPPORTUNITY TO PROTECT TWO (2) PLAYERS. MANAGER'S SON AND SPONSOR'S SON WILL BE COVERED BY THIS RULE. IN THE EVENT A MANAGER DOES NOT RETURN AND HIS SON DOES RETURN TO THE TEAM, HIS SON WILL STILL COUNT AS ONE OF THE PROTECTED PLAYERS UNDER THE ABOVE RULE AS A 'MANAGER'S SON'.
4. BROTHERS OF DRAFTED OR PROTECTED PLAYERS WILL AUTOMATICALLY BE THE 6TH ROUND DRAFT PICK OR IN THE EVENT THE TEAM DOES NOT SELECT IN THE 6TH ROUND, HE WILL BE THEIR NEXT DRAFT PICK AFTER THE 6TH ROUND.
5. PROTECTED PLAYERS ARE TREATED LIKE RETURNING PLAYERS AND WILL BE ADDED TO THE TEAMS STARTING DRAFT TOTAL.
6. TEAMS WILL DRAFT IN A MANNER TO TRY TO KEEP AGE INTEGRITY, MEANING THAT EACH TEAM IS EXPECTED TO DRAFT WHERE TEAM TOTALS WILL INCLUDE 50% 9 YEAR OLDS FOR MINORS (Ex: In the Minor Leagues, a team with 6 returning 10 year olds would be expected to draft all 9 year olds).
7. ALL PLAYERS NOT PROTECTED OR RETURNING SHOULD BE AT TRY-OUTS AND PLACED IN THE DRAFT.
8. ANY DRAFT PROSPECT NOT ABLE TO TRYOUT WILL BE PLACED IN A BLIND DRAFT ACCORDING TO AGE. ANY TEAM MAY PULL FROM THE BLIND DRAFT. A TEAM MAY NOT GO TO THE BLIND DRAFT UNTIL THE BEGINNING OF THE THIRD (3RD) ROUND IN THE DRAFT SELECTION PROCESS. (Ex: In the minor leagues, one hat for 9 year olds and one hat for 10 year olds).
9. ANY PLAYER THAT SIGNS UP LATE (after tryouts) WILL BE PLACED ON A TEAM THAT THE LEAGUE REPRESENTATIVE THINKS BEST. HOWEVER THIS PLAYER WILL GO BACK INTO THE DRAFT NEXT SEASON. THEY WILL NOT BE CONSIDERED A RETURNING PLAYER.

10. ALL HARDSHIP CASES WILL BE EVALUATED ON AN INDIVIDUAL BASIS AND WILL BE THE RESPONSIBILITY OF THE INDIVIDUAL LEAGUE REPRESENTATIVE.
11. ALL MANAGERS AND COACHES ARE HIGHLY ENCOURAGED TO BE MEMBERS OF SUPPER OPTIMIST. ONLY SUPPER OPTIMIST MEMBERS WILL BE ALLOWED TO MANAGE AND/OR COACH ALL-STAR TEAMS AND MUST BE A MEMBER BEFORE THE 1ST OFFICIAL SUPPER OPTIMIST BALL GAME

ARTICLE II

GENERAL RULES FOR MANAGERS AND COACHES

1. MEMBERSHIP/CERTIFICATION

- A. STARTING WITH THE 2008 SEASON, CAL RIPKEN BASEBALL AND BABE RUTH BASEBALL MANAGERS AND COACHES ARE REQUIRED TO COMPLETE 'THE BABE RUTH LEAGUE CAL RIPKEN BASEBALL COACHING EDUCATION AND CERTIFICATION PROGRAM'
- B. ALL MANAGERS/HEAD COACHES ARE STRONGLY URGED TO BECOME OPTIMIST CLUB MEMBERS.
- C. MANAGERS/HEAD COACHES CONSIDERED FOR ALL-STAR POSITIONS, MUST BE OPTIMIST CLUB MEMBERS DURING THE CURRENT YEAR.

2. MANAGER AND COACHES CONDUCT

THERE ARE CERTAIN RESTRICTED ACTS, BUT NOT LIMITED TO THE FOLLOWING, WHICH LEAD TO THE SUSPENSION AND/OR DISMISSAL OF A MANAGER OR COACH.

- A. CHARGING AN UMPIRE, LEAGUE OFFICIAL, PLAYER, OR FELLOW COACH; DURING, OR AFTER A GAME.
- B. CURSING AT AN UMPIRE, LEAGUE OFFICIAL, PLAYER, OR FELLOW COACH.
- C. STRIKING, THREATENING AND USING ABUSIVE/DEMEANING LANGUAGE OR ACTION TOWARD AN UMPIRE, LEAGUE OFFICIAL, PLAYER, OR FELLOW COACH.
- D. ANY USE OF INTOXICATING SUBSTANCES, OR TOBACCO PRODUCTS DURING A GAME OR PRACTICE.
- E. AT THE ENDING OF THE GAME, PLAYERS AND COACHES WILL LINE UP TO SHAKE HANDS. FAILURE TO LINE UP WILL BE CONSIDERED UNSPORTSMANLIKE CONDUCT AND PLAYER, MANAGER AND/OR COACH WILL BE EJECTED FROM THE NEXT TWO (2) GAMES. THE ONLY EXCEPTION WOULD BE AN INJURY.

3. PENALTY FOR ABUSING THESE OR ANY OTHER RULES

1ST TIME: SUSPENSION FROM THE GAME

- A. SUSPENSION FROM THE GAME IN PROGRESS CARRIES WITH ITS SUSPENSION FROM THE NEXT GAME THAT YOUR TEAM IS SCHEDULED.
- B. IF SAID PERSON COACHES MORE THAN ONE TEAM, HIS/HER SUSPENSION DOES NOT APPLY TO THE OTHER TEAM.

C. FIRST SUSPENSION WILL RESULT IN OFFICIAL NOTICE OF PROBATION STATUS.

2ND TIME: SUSPENSION FROM THE LEAGUE

A. IF YOU ARE SUSPENDED FROM THE PROGRAM, THE ONLY WAY YOU CAN BE REINSTATED IS TO GO BEFORE THE SUPPER OPTIMIST YOUTH ACTIVITIES COMMITTEE, AND STATE YOUR REASONS FOR WANTING TO BE REINSTATED.

B. AFTER DISCUSSION BY THE SUPPER OPTIMISIT YOUTH ACTIVITY COMMITTEE, THE MANAGER/COACH WILL BE NOTIFIED BY THE APPROPRIATE COMMITTEE MEMBER AS TO WHETHER OR NOT HE/SHE WILL OR WILL NOT BE REINSTATED, AND UNDER WHAT TERMS.

4. FAMILY/SPECTATOR CONDUCT

A. FAMILY MEMBERS OR SPECTATORS ENTERING THE FIELD DURING THE GAME FOR OTHER THAN ASSISTANCE WITH AN INJURED PLAYER SHALL BE REMINDED THAT THEIR ACTIONS MAY RESULT IN FORFEITURE OF THE GAME.

B. MANAGERS SHOULD ADVISE PARENTS AND RELATIVES OF PLAYERS ON UNSPORTSMANLIKE CONDUCT AND THAT FANS CAN BE EJECTED FROM THE GAME. THE UMPIRE WILL DIRECT THEM TO THE PARKING LOT AND FAILURE TO COMPLY MAY RESULT IN FORFEITURE OF THE GAME.

5. COACHES UNIFORMS

ALL COACHES MUST WEAR COORDINATING UNIFORMS DURING ALL GAMES.

6. COACHING STAFF

A. THERE CAN ONLY BE FOUR (4) COACHES ON THE OFFICIAL TEAM ROSTER AND ON THE FIELD/DUGOUT DURING AN OFFICIAL GAME.

THE COACHING STAFF WILL BE MADE UP OF: ONE (1) MANAGER, TWO (2) COACHES, AND ONE (1) SCOREKEEPER (THE SCOREKEEPER, IS ALSO A COACH).

B. ALL COACHES THAT ARE ON THE OFFICIAL ROSTER WILL BE AT LEAST EIGHTEEN (18) YEARS OF AGE.

C. ONLY COACHES WITH APPROVED COACHING APPLICATIONS WILL BE PERMITTED IN THE DUGOUT OR ON THE PLAYING FIELD DURING THE GAME.

D. THE SUPPER OPTIMIST YOUTH ACTIVITY COMMITTEE MUST APPROVE ALL COACHES.

7. OFFICIAL SCORE BOOK

A. IT IS THE RESPONSIBILITY OF THE MANAGER/HEAD COACH TO INSURE THAT THE OFFICIAL SCORE BOOK IS CORRECT AT THE END OF THE GAME.

B. BOTH MANAGERS MUST ASSURE THAT THE CORRECT SCORE HAS BEEN RECORDED, ALONG WITH THE CORRECT NUMBER OF INNINGS, EACH PITCHER PITCHED.

C. UPON COMPLETION OF THE ABOVE, THE MANAGERS/HEAD COACHES ARE REQUIRED TO SIGN THE BOOK.

D. IF FOR SOME REASON YOU DO NOT AGREE WITH THE OFFICIAL BOOK, YOU MUST ADDRESS THE SITUATION IMMEDIATELY AFTER THE GAME. YOUR SIGNATURE INDICATES THE BOOK IS CORRECT.

- E. IT WILL BE THE DUTY OF THE LEAGUE OFFICIAL TO MAINTAIN LEAGUE STANDINGS THROUGHOUT THE SEASON. IF FOR SOME REASON THE OFFICIAL SCORE BOOK WAS NOT SIGNED AFTER A GAME BY ONE OR BOTH COACHES, AND NO DISAGREEMENT WAS PENDING. THE LEAGUE OFFICIAL WILL HAVE THE FINAL DECISION ON THE CORRECTNESS OF THAT GAMES RECORDS, AND AFTER HE/SHE HAS RECORDED THE OUTCOME, AND HAS SIGNED OFF ON THE SCOREBOOK FOR THAT GAME, IT WILL NOT BE ADJUSTED.

ARTICLE III

BASIC GROUND RULES

1. MAINTENANCE RESPONSIBILITY

- A. THE HOME TEAM OF THE LAST SCHEDULED GAME FO THAT DAY IS RESPONSIBLE FOR PUTTING UP BASES, AND RETURNING THEM TO THE EQUIPMENT ROOM (IF RQUIRED).
- B. BOTH TEAMS ARE RESPONSIBLE FOR STRAIGHTENING UP THE DUG OUTS, INSIDE AND OUTSIDE AFTER EACH GAME AND PRACTICE.
- C. IT IS RECOMMENDED THAT ALL PARTICIPANTS IN THE SUPPER OPTIMIST BASEBALL PROGRAM TAKE RESPONSIBILITY FOR THE CARE AND MAINTENANCE OF THE PLAYING FIELD AND SURROUNDING AREA. THE PLATE, PITCHING MOUND, BASE LINES AND ASSOCIATED AREAS SHOULD BE RAKED AND PUT INTO PLAYING CONDITION AFTER EACH PRACTICE AND GAME.

2. BOOK-KEEPER AND SCORE-KEEPER

- A. THE HOME TEAM WILL SUPPLY THE OFFICIAL BOOK-KEEPER, AND THE VISITING TEAM WILL SUPPLY THE SCOREKEEPER FOR EACH GAME. THE BOOK-KEEPER AND SCORE-KEEPER MUST BE AT LEAST SIXTEEN (16) YEARS OLD.
- B. THE OFFICIAL BOOK-KEEPER AND SCORE-KEEPER MUST BE IN THE PRESS BOX AT LEAST TEN (10) MINUTES PRIOR TO THE START OF THE GAME.
- C. IF THE OFFICIAL BOOK-KEEPER OR SCOREKEEPER IS NOT FURNISHED BY THEIR RESPECTED TEAMS; THIS WILL BE GROUNDS FOR FORFEITURE OF THE GAME.

ARTICLE IV

GAME RULES

1. GAME TIME

- A. GAMES ARE SCHEDULED FOR SIX INNINGS (6) BUT NO NEW INNING CAN START AFTER ONE HOUR AND FOURTY MINUTES FROM THE OFFICIAL STARTING TIME. THE OFFICIAL BOOK-KEEPER WILL RECEIVE THE OFFICIAL STARTING TIME FOR THE GAME FROM THE HEAD UMPIRE. THE NEXT INNING STARTS WHEN THE THIRD OUT IS CALLED. THEREFORE, WHEN THE THIRD OUT IS CALLED, IF THERE IS TIME LEFT ON THE GAME CLOCK, ANOTHER INNING WILL BE PLAYED. AN INNING THAT IS IN PROGRESS WHEN THE ONE HOUR AND FOURTY MINUTE TIME IS REACHED WILL BE ALLOWED TO CONTINUE UNTIL COMPLETION.

- B. ANY GAME NOT STARTED 10 MINUTES AFTER THE SCHEDULED PLAYING TIME WILL BE FORFEIT OR RESCHEDULED DEPENDING ON REASONS. LEAGUE COMMISSIONER WILL HAVE FINAL SAY. GAMES WILL NOT BE RESCHEDULED FOR COACHED OR PLAYERS NOT BEING ON TIME.**

2. REGULATION GAME

IF 3 AND ½ INNINGS HAVE BEEN PLAYED AND THE HOME TEAM IS AHEAD, THEN IT WILL BE A LEGITIMATE GAME AND WILL BE CALLED DUE TO RAIN OR THE TIME LIMIT.

3. RAIN OUT GAMES

IN THE EVENT A GAME IS CALLED OFF DUE TO WEATHER CONDITIONS THE FOLLOWING RULES APPLY:

1. IF ONE PITCH HAS BEEN MADE WITHIN THE TOP HALF OF THE THIRD (3RD) INNING, THE GAME WILL BE MADE UP AT A LATER DATE FROM THAT POINT ON.
2. IF A GAME IS CALLED AT ANY POINT PRIOR TO THE FIRST PITCH OF THE THIRD (3RD) INNING, THE GAME WILL BE PLAYED IN IT'S ENTIRETY, AT A LATER DATE.
3. IF 3 AND ½ INNINGS HAVE BEEN COMPLETED, THE GAME WILL BE OVER ASSUMING THE HOME TEAM IS AHEAD.
4. THE BASEBALL COMMISSIONER SHOULD DETERMINE SUSPENDED GAMES. IN HIS/HER ABSENCE, THE FIELD REPRESENTATIVE WILL MAKE THIS DECISION. LEAGUE REPRESENTATIVES AND LEAGUE MANAGERS WILL BE CONSULTED.
5. RESCHEDULED GAMES WILL BE POSTED IN A TIMELY MANNER, AND WHENEVER POSSIBLE, SPECIAL CONCERNS WILL BE RECOGNIZED WHEN GAMES ARE RESCHEDULED. MANAGERS WILL BE NOTIFIED BY THE LEAGUE REPRESENTATIVE.
6. **A YELLOW RAINOUT FLAG WILL BE RAISED AT THE BALL FIELD TO SIGNAL GAMES THAT HAVE BEEN CANCELLED DUE TO THE WEATHER RAINOUT NOTICE TO BE IDENTIFIED ON THE SUPPEROPTIMIST.COM WEBSITE AS WELL.**

4. TIE BALL GAMES

IN THE EVENT OF A TIE SCORE AFTER SIX (6) COMPLETE INNINGS OR 1 HOUR AND FOURTY MINUTES, ONE MORE INNING WILL BE PLAYED. IF AT THAT TIME THE GAME IS STILL TIED, THEN THE GAME WILL BE ENDED AND WILL GO INTO THE RECORDED BOOKS AS A TIE GAME.

5. TIE BALL GAMES FOR LEAGUE CHAMPIONSHIP

IN THE EVENT THAT THE REGULAR SEASON HAS ENDED AND TWO (2) TEAMS HAVE IDENTICAL RECORDS:

THE SAID TEAMS WILL GO HEAD TO HEAD FOR ONE GAME, IN REGULAR SEASON COMPETITION TO DECIDE THE WINNER FOR FIRST PLACE IN THE REGULAR SEASON STANDINGS

THIS WILL BE FOR FIRST PLACE ONLY; ANY OTHER POSITION WILL BE DECIDED BY A FLIP OF A COIN.

6. THE FIVE RUN CATCH UP AND TEN RUN RULES

WHEN A TEAM IS LEADING, THEY SHALL BE ABLE TO ADD FIVE (5) MORE RUNS TO THEIR LEAD. A TEAM THAT IS BEHIND AND CATCHES UP SHALL STOP AT FIVE (5) RUNS AHEAD. WHEN THE 5TH RUN IS SCORED, ALL RUNS SCORED ON THAT PARTICULAR PLAY WILL COUNT. AN INNING IS OVER WHEN THREE (3) OUTS ARE MADE OR THE LEAD RUNNER IS STOPPED AND THE CATCH UP RULE IS ENFORCED.

IT IS THE MANAGERS RESPONSIBILITY TO KEEP UP WITH THE RUNS SCORED. IT IS NOT A RESPONSIBILITY OF THE UMPIRES.

IF AT THE END OF THE FOURTH (4TH) INNING, EITHER TEAM IS TEN (10) OR MORE RUNS BEHIND, THE GAME WILL BE ENDED.

7. BALK RULE

THE BALK RULE IS NOT IN EFFECT AT ANY TIME DURING THE GAME.

8. THE DROPPED 3RD STRIKE RULE

THE DROPPED 3RD STRIKE RULE WILL NOT BE IN EFFECT

9. INFIELD FLY RULE

A. THE INFIELD FLY RULE WILL BE IN AFFECT FOR ALL GAMES.

B. AN INFIELD FLY IS INTERPRETED AS A FAIR FLY BALL (NOT INCLUDING A LINE DRIVE OR AN ATTEMPTED BUNT WHICH CAN BE CAUGHT BY AN INFIELDER WITH ORDINARY EFFORT, WHEN FIRST AND SECOND BASE ARE OCCUPIED, OR WHEN FIRST, SECOND, AND THIRD BASE ARE OCCUPIED (BEFORE THE SECOND OUT HAS BEEN RECORDED). THE PITCHER, CATCHER, AND ANY OUTFIELDER STATIONED IN THE INFIELD ON THE PLAY SHALL BE CONSIDERED INFELDERS FOR THE PURPOSE OF THIS RULE.

C. WHEN IT SEEMS APPARENT THAT THE BATTED BLAL WILL BE AN INFIELD FLY, THE UMPIRE SHALL IMMEDIATELY DECLARE "INFIELD FLY" FOR THE BENEFIT OF THE RUNNERS. IF THE BALL IS NEAR THE BASELINE, THE UMPIRE SHALL DECLARE "INFIELD FLY" IF THE BALL IS IN FAIR TERRITORY.

D. THE BALL IS ALIVE AND RUNNERS MAY ADVANCE AT THE RISK OF THE BALL BEING CAUGHT, OR RETOUCH AND ADVANCE AFTER THE BALL IS TOUCHED, THE SAME AS ON ANY FLY BALL. IF THE HIT BECOMES A FOUL BALL, IT IS TREATED THE SAME AS ANY FOUL.

10. CONTACT RULE

A. WHEN ATTEMPTING TO TAKE FIRST, SECOND OR THIRD BASE THE RUNNER MUST MAKE EVERY EFFORT TO AVOID A COLLISION THAT MAY RESULT IN A POTENTIAL INJURY. THE RUNNER IS REQUIRED TO SLIDE INTO SECOND, THIRD AND HOME IF A PLAY OR POTENTIAL PLAY IS IN PROGRESS.

B. IF A RUNNER ATTEMPTING TO REACH HOME PLATE INTENTIONALLY AND MALICIOUSLY RUNS INTO A DEFENSIVE PLAYER IN AN AREA OF THREE (3) FEET OR LESS, HE/SHE WILL BE CALLED OUT ON THE PLAY. IF THE CATCHER IS MORE THAN THREE (3) FEET AWAY FROM THE PLATE THE RUNNER CAN MAKE CONTACT. IN EITHER CASE BOTH PLAYERS MUST ATTEMPT TO AVOID CONTACT, AT ALL COST.

C. IF CONTACT IS MADE AND IT IS DEEMED INTENTIONAL AND/OR MALICIOUS THE RUNENR WILL NOT ONLY BE CALLED OUT BUT ALSO BE EJECTED FROM THE GAME. THE OBJECTIVE OF THIS RULE IS TO PENALIZE THE OFFENSIVE TEAM FOR CRASHING THE DEFENSIVE PLAYER,

RATHER THAN TRYING TO REACH HOME PLATE. OBVIOUSLY, THIS IS AN UMPIRE'S JUDGMENT CALL AND CAN NOT BE PROTESTED.

11. BATTING HELMETS

- A. ALL ON-DECK BATTERS MUST WEAR BATTING HELMETS.
- B. ALL PLAYERS WHILE BATTING AND RUNNING THE BASES MUST WEAR BATTING HELMETS.
- C. ALL BAT PERSONS MUST WEAR A HELMET WHILE IN THE DUGOUT.
- D. IF YOU USE ONE OF YOUR PLAYERS AS A BASE COACH, HE/SHE MUST WEAR A BATTING HELMET.
- E. WHEN PLAYERS ARE USED AS PITCHING GUARDS THEY MUST WEAR BATTING HELMETS AND STAND BETWEEN THE PLAYING FIELD AND THE PITCHER WARMING UP, FACING THE FIELD.

12. ON DECK BATTERS

ALL ON DECK BATTERS MUST WARM UP IN THE BATTERS CIRCLE BEHIND THE BATTER AT HOME PLATE.

13. THE HURRY-UP RULE

WHEN ANY TEAM IS ON OFFENSE AND THERE IS TWO (2) OUTS.

- A. IF THE CATCHER IS ON BASE AT THIS TIME, HE/SHE MAY BE RELACED AS A BASE RUNNER TO GET HIS/HER EQUIPMENT ON FOR THE NEXT INNING, IF THE OFFENSIVE MANAGER SO DESIRES. THIS IS AT THE DISCRETION OF THE MANAGER.
- B. HE/SHE CAN ONLY BE REPLACED BY THE PERSON MAKING THE (2ND) OUT OF THAT INNING.
- C. IT IS THE RESPONSIBILITY OF THE MANAGER/COACH OF THAT TEAM TO NOTIFY THE UMPIRE WHEN THIS HAPPENS.

14. COURTESY RUNNER

- A. THERE WILL BE NO USE OF THIS RULE, UNLESS A PLAYER IS INJURED OR SICK AND CANNOT CONTINUE, IN THE EVENT THAT THIS DOES OCCUR, THE OPPOSING COACH WILL SELECT THE PLAYER TO REPLACE THE INJURED ONE.
- B. IF A PLAYER IS REMOVED OR REPLACED DUE TO INJURY, THEY MAY NOT REENTER THE GAME. IF A PLAYER IS REMOVED DUE TO INJURY, HE/SHE DOES NOT HAVE TO PLAY SIX (6) OUTS. THE DECISION IS UP TO THE UMPIRE WHETHER HE/SHE CAN CONTINUE OR NOT.
- C. IF YOU HAVE ALREADY USED ALL YOUR SUBS, THEN THE OPPOSING MANGAGER WILL CHOOSE, FROM YOUR BENCH, WHO WILL REPLACE THE INJURED PLAYER.

15. INTENTIONAL WALK

NO BATTER CAN BE INTENTIONALLY WALKED WITHOUT HAVING FOUR (4) PITCHES PITCHED TO HIM/HER.

16. APPEAL PLAY

THE OPTION TO APPEAL A PLAY WILL BE IN EFFECT FOR ALL GAMES. TO APPEAL AFTER A CALLED TIME OUT, THE FOLLOWING SEQUENCE APPLIES:

- A. THE PITCHER SHALL TOE THE RUBBER AND WAIT FOR THE UMPIRE TO CALL FOR THE PLAY TO RESUME
- B. THE PITCHER SHALL THEN STEP BACK, OFF THE RUBBER, USING THE SAME FOOT HE USED TO TOE THE RUBBER.
- C. THE PITCHER MUST IDENTIFY THE RUNNER AND/OR RUNNERS THAT HE/SHE IS APPEALING AND THE DISCREPANCY OBSERVED.
- D. THE PITCHER MUST THEN THROW THE BALL TO THE BASE FOR WHICH THE APPEAL IS BEING MADE.

ALL OTHER SITUATION APPEALS WILL COMPLY WITH THE OFFICIAL RULE BOOK.

17. GAME PROTESTS

- A. IN THE EVENT AN INFRACTION OF THESE STATED RULES, OR ANY BABE RUTH RULE, WHERE THE INTERPRETATION IS NOT CLEARLY UNDERSTOOD BY EITHER THE MANAGER, OR THE UMPIRE. A FIELD REPRESENTATIVE WILL BE MADE AVAILABLE TO INTERPRET OR CLARIFY THE RULE OR INFRACTION.

IF NO SATISFACTORY SOLUTION IS ACHIEVED PRIOR TO THE NEXT PITCH BEING DELIVERED, IT IS YOUR RESPONSIBILITY TO INFORM THE HEAD UMPIRE IF YOU WANT TO CONTINUE THE GAME UNDER PROTEST.

- B. RECOGNIZING THE FACT THAT THE INFRACTION CANNOT BE READILY DETECTED AS INCORRECT UNTIL AFTER THE GAME IS OVER, YOU STILL HAVE THE LATITUDE TO OFFICIALLY PROTEST THE INFRACTION WITHIN THIRTY (30) MINUTES AFTER THE GAME.

C. THE PROTEST WILL FOLLOW THE FOLLOWING PROCESS:

- 1. PROTESTS HAVE TO BE IN WRITING WITHIN TWENTY-FOUR (24) HOURS OF THE PROTESTED GAME.
- 2. THERE IS A \$50.00 FEE TO HAVE THE PROTEST HEARD BY THE SUPPER OPTIMIST YOUTH ACTIVITY COMMITTEE. THIS FEE IS DUE AT THE TIME OF THE PROTEST.
- 3. IF THE PROTEST IS FOUND TO BE VALID AND IN COMPLIANCE WITH THESE, AND BABE RUTH RULES AND REGULATIONS, THE \$50.00 WILL BE REFUNDED.
- 4. IF THE PROTEST IS FOUND TO BE INVALID AND NOT IN ADHERENCE WITH THESE, AND BABE RUTH RULES AND REGULATIONS, THE \$50.00 WILL BE FORFEITED.

18. NUMBER OF PLAYERS TO START A GAME

EACH TEAM MUST HAVE A MINIMUM OF EIGHT (8) PLAYERS PRESENT AT GAME TIME, AND MUST MAINTAIN A MINIMUM OF EIGHT (8) PLAYERS THROUGH OUT THE GAME, FOR THE GAME TO BE CONSIDERED OFFICIAL.

ANYTHING LESS WILL BE CONSIDERED A FORFEIT FOR THE TEAM IN QUESTION.

19. BATTING ORDER

- A. THE BATTING ORDER FOR A TEAM WILL LIST ALL PLAYERS PRESENT AT THE START OF THE GAME.
- B. **CONTINUOUS BATTING ORDER WILL BE IN EFFECT:** MEANING ALL PLAYERS PRESENT AT THAT THE START OF THE GAME, WILL BAT IN THE ABOVE MENTIONED ORDER FOR THE ENTIRE GAME.
- C. IF A PLAYER ARRIVES LATE FOR A GAME, BUT BEFORE THE FIRST (1ST) PITCH HAS BEEN MADE IN THE THIRD (3RD) INNING, THE PLAYER WILL BE ALLOWED TO PLAY.
- D. IF A PLAYER ARRIVES LATE, AFTER THE FIRST (1ST) PITCH HAS BEEN MADE IN THE THIRD (3RD) INNING, THE PLAYER IS INELIGIBLE.

20. DEFENSIVE FIELD POSITIONS

WE WILL PLAY WITH A MAXIMUM OF TEN (10) FIELDERS, AND A MIIMUM OF EIGHT (8) FIELDERS.

ARTICLE V

RULES GOVERNING PLAYERS

1. PLAYERS ELIGIBILITY

- A. **OPEN SUBSTITUTION WILL BE IN EFFECT.**
- B. EACH AND EVERY PLAYER MUST PLAY AT LEAST SIX (6) DEFENSE OUTS, UNLESS THERE IS A PROBLEM WITH THE PLAYER IN QUESTION.
- C. IF ALL PLAYERS DO NOT PLAY AT LEAST SIX (6) DEFENSIVE OUTS, THE GAME WILL BE DECLARED A FORFEIT.
THIS DOES NOT APPLY TO SHORTENED GAMES, CALLED DUE TO THE "MERCY" RULE, OR INJURED PLAYERS.

2. PLAYER CONDUCT

- A. **THERE WILL BE NO PROFANE LANGUAGE USED AT ALL, AND THERE WILL BE NO THROWING AND/OR KICKING OF BATS, HELMETS, OR EQUIPMENT IN GENERAL.**

1ST OFFENCE – A WARNING

2ND OFFENCE – EJECTION FROM THE GAME (WHICH INCLUDES THE NEXT GAME AS WELL)

3RD OFFENCE – EJECTION FROM THE TEAM AND THE PROGRAM FOR REMAINDER OF THE YEAR

NOTE TO MANAGERS/COACHES: KEEP A WRITTEN LOG ON ANY PLAYER THAT IS DISMISSED, SO WE WILL HAVE A RECORD FOR SUPPORT (SHOULD THE PROBLEM COME BEFORE THE BOARD)

- B. **SLUNG BATS WILL NOT BE ALLOWED**

3. PLAYER DISMISSED

A PLAYER THAT HAS BEEN DISMISSED BY ONE TEAM, MAY NOT BE ADDED TO THE ROSTER OF ANOTHER TEAM UNLESS APPROVED BY THE SUPPER OPTIMIST YOUTH ACTIVITY COMMITTEE.

ARTICLE VI

ALL-STAR SELECTION

1. SELECTION OF ALL-STARS

- A.** MANAGERS ARE THE ONLY ONES PERMITTED TO SELECT ALL-STAR PLAYERS
- B.** THE ALL-STAR TEAM SHALL CONSIST OF A MAXIMUM OF TWELVE (12) PLAYERS.
- C.** MANAGERS OF ALL TEAMS IN THEIR LEAGUE WILL SELECT A MAXIMUM OF TEN (10) PLAYERS OR 80% OF THE TEAM, IF THE TEAM IS TO CONSIST OF LESS THAN 12 PLAYERS.

THE MANAGER OF THE ALL-STAR TEAM WILL HAVE TWO (2) AT-LARGE PICKS. THE MANAGER OF THE ALL-STAR TEAM MAY CARRY LESS THAN THE MAXIMUM NUMBER OF TWELVE (12) PLAYERS. IN THIS CASE, THE MANAGER MUST STATE PRIOR TO THE TEAM SELECTION THE NUMBER OF PLAYERS HE WILL CARRY ON THE TEAM.
- D.** THE MANAGER OF THE ALL-STAR TEAM WILL BE THE MANAGER WHOSE TEAM FINISHED IN FIRST (1ST) PLACE DURING THE REGULAR SEASON (AND MUST BE A CURRENT MEMBER OF THE SUPPER OPTIMIST ASSOCIATION).
- E.** IF FOR SOME REASON, THIS MANAGER ELECTS NOT TO CONTINUE AS THE ALL-STAR MANAGER, THE SECOND (2ND) PLACE TEAM'S MANAGER ASSUMES THAT ROLE (HE TOO MUST BE A CURRENT MEMBER OF THE SUPPER OPTIMIST ASSOCIATION), AND SO ON UNTIL THE POSITION IS FILLED.
- F.** THE ALL-STAR MANAGER WILL SELECT HIS OWN COACHING STAFF FROM THE REGISTERED TEAM MANAGERS OR COACHES IN HIS/HER REGULAR SEASON LEAGUE/DIVISION. THESE MANAGERS/COACHES MUST HAVE BEEN OF THE OFFICIAL TEAM ROSTERS.
THE STAFF WILL CONSIST OF ONE (1) MANAGER, TWO (2) COACHES, AND ONE (1) SCOREKEEPER. (THE SCOREKEEPER IS A COACH ALSO, BUT IS NOT ALLOWED IN THE DUGOUT ON THE FIELD DURING ALL-STAR PLAY)
- G.** THE POST SEASON EXPENSES FOR ALL-STAR PLAYERS MAY BE PARTIALLY DEFRAYED BY SUPPER OPTIMIST. THE AMOUNT TO BE CONTRIBUTED BY SUPPER OPTIMIST WILL BE VOTED UPON AT THE END OF THE REGULAR SEASON. THIS EXPENSE MONEY WILL NOT COVER ANY GAMES PLAYED IN NEW HANOVER COUNTY.